Knights in the Nightmare™

TEEN
T
CONTENT RATED BY
ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Knights in the Nightmare™

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Knights in the Nightmare™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

MENU	
Directional Buttons/Analog Pad	Navigate Menus
✕ Button	Accept, Proceed through text
○ Button	Cancel
□ Button	Sort (Item Screen)
L/R Button	Switch information pages
START	Start battle (Tactics Screen)
SELECT	Switch information pages

BATTLE	
Directional Buttons/Analog Pad	Move the Wisp
✕ Button	Activation, Hold items
○ Button	Speed down
△ Button	Sort (Item Screen), Speed up
□ Button	Default speed
L Button	Hide Mode
R Button	Change Act Phase, Toggle Ready State
START	Pause Talk, Conversion Menu
SELECT	Toggle enemy HP

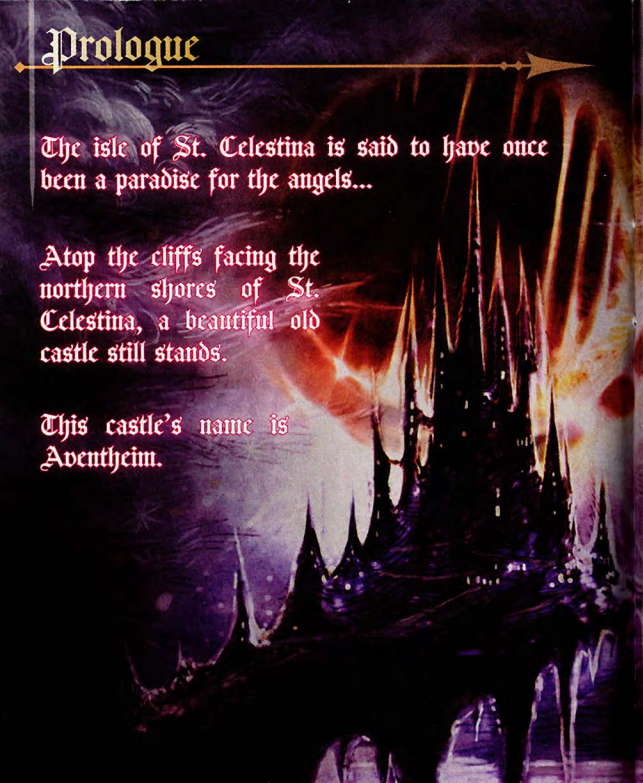
EVENT	
✕ Button	Advance text
R Button	Fast-forward text
SELECT	Skip event

Prologue

The isle of St. Celestina is said to have once been a paradise for the angels...

Atop the cliffs facing the northern shores of St. Celestina, a beautiful old castle still stands.

This castle's name is Aventheim.



Named "The Palace of Profound Knowledge" in an ancient tongue, this massive fortress was constructed by a sage some millennia ago. Even now, as the age of glory and prosperity slowly fades, Wilmgard, the Lion Heart King, rules the castle with the twelve knight orders that serve him.

However, St. Celestina will fall into a nightmare, and the only light upon the old castle comes from the eerie luminance of an evil moon...

Gleivnir Kingdom

A nation consisting of twelve orders of knights, with its capital being Aventheim Castle. The monarchy has existed with an unbroken royal bloodline for thousands of years. Its main territories are located around the shores of the great Lake Noir.

Aventheim Castle

This impregnable fortress, the stronghold of the Gleivnir Kingdom, is built on the northern coast of St. Celestina Island. Although it is said this castle was built by the Tiamat people in times long past, the Gleivnir Kingdom took the castle by force of arms centuries ago.

The Tiamat Race

This race is said to have lived on the world since before the times of chaos. The human assaults have pushed them from their native lands, and they now only live in a tiny part of their former home.

Asgard

The orderly realm of the gods, unreachable by man. The area connecting Asgard to the world is known as Heaven's Gate and is protected by angels.

The Underworld

The realm that the gods cannot reach, filled with monsters and their ilk. It is a world of chaos said to be without boundary.

Dramatis Personae

A lost soul controlled by the player. Originally sealed in the "Crucible of Souls," it was stolen from Aventheim Castle by Maria and released in a ruined church within the forest to the east. The Wisp has the ability to temporarily grant life to fallen souls.

The Wisp

The ruler of the kingdom of knights lives in the old castle. He is known as the "Lion Heart King" for his noble leadership and his unmatched ferocity in battle.

King Wilmgard

A mysterious maiden in shining armor who offers to cooperate with the Wisp. She guides the Wisp, but what does she want in return?

Maria

The chief of state for the kingdom. A resourceful and wily commander, he leads the majority of the kingdom's domestic administration.

Cardinal Capehorn

Son of King Wilmgard, prince of the kingdom. His mother died shortly after his birth, and the lack of love nurtured a selfish personality.

Nordich

Capehorn's granddaughter. She has feelings for the lonely Nordich.

Piche

Imperial princess of the Tiamats. After the incident during her wedding with Nordich, she disappeared.

Alicr

There were over a hundred knights belonging to the twelve orders. Due to the disaster at the old castle, they fell victim to the monsters, one by one.

The Knights

Orders of the Gleiwnir Kingdom

There are twelve orders that, in the maelstrom of events that swept the kingdom, made their allegiances known to either King Wilmgard or Prince Nordich.

The King's Knights

1st Order

The order led directly by the Lion Heart King, King Wilmgard. These handpicked knights are known as the Royal Guard and carry out the king's orders.

Guardian Knights

2nd Order

Led by Grand Marshal Gunther, this order is the kingdom's main armed force. Their numbers and spirits are high, and they are completely loyal to their leader.

Cardinal Knights

3rd Order

Cardinal Capehorn leads this, the smallest knight order. It mainly exists for strategizing, but it has many powerful members, like Leonil, Aquina and Yelma.

The 4th Order

4th Order

An order led by the warrior-general Reinhart. This is an offensive unit mainly composed of Lance Knights. Reinhart is a renowned Lance Knight himself.

The 5th Order

5th Order

The wise and experienced Morozof leads this order of highly respected soldiers to train the next generation of warriors for the kingdom.

The 6th Order

6th Order

An order led by the beautiful General Algiery. Because this order contains many Duelists and Priestesses, the 6th is also known as the "Glamorous Order."

The 7th Order

7th Order

The regal Rondine commands this knight order. This combat group is very flexible, taking part in all types of missions from defense to swift invasions.

The 8th Order

8th Order

This extremely competent order, led by the honorable General Vishna, often receives secret orders from Cardinal Capehorn.

The 9th Order

9th Order

The stoic knight Granitz leads this order that excels in supporting roles and intel gathering. This order works with the 5th and 7th Orders.

The 10th Order

10th Order

A new order led by Frabela. The general's character allows many talented officers to flourish. The soldiers in this order are very loyal to their young leader.

Town Keepers

11th Order

A backup unit led by the young officer Rolf. Few of the troops have experienced real battle, and this unit stays in the peaceful eastern regions.

Western Cavalry

12th Order

A group of mercenaries under the command of the hired Captain Otto, paid for by Capehorn. This unit patrols the western regions on the borders of the Mehse lands.

Starting the Game

Press any button on the Title Screen to display the start menu. Press the ✕ button to skip the movie.

Teachings
Learn how to play *Knights in the Nightmare™* .

Game Start
Begins a new game. You can select the game's difficulty when starting a new game. In "Easy," battles are easier and additional items are provided. The difficulty does not affect the story, so please provide yourself with a healthy and rewarding challenge according to your skill level.

It is highly recommended that players view the Tutorials before starting a new game for the first time.

Load Game
Load saved data and continue playing.

Talk Collection
View the Pause Talk dialogues you have collected.

Saving

You can only save your progress at the Setup Screen after battle. Select the file you want to save and press the ✕ button. Data will be overwritten if you choose to save in an existing file. At least 256 KB of empty space on your Memory Stick Duo™ or Memory Stick PRO Duo™ is needed to save.
**Up to three story saves may be created.*

Do not remove the Memory Stick or turn the power off while saving or loading.

Learning How to Play

There are three sections to the tutorial. New players should begin with the "Tutorial Mission" as these practice missions provide instruction and allow you to practice what you have learned.

For First-Time Players:
The "Tutorial Mission" section provides vital information on how to play the game. The other sections can also be helpful.
Lessons
What would you like to learn?
Tutorial Mission
Tutorial
Tips
Title Screen

If you turn on the Tutorial function when starting a new game, the Tutorial Mission will be incorporated into the game.

Tutorial Mission
In-game characters will explain basic controls and rules.

Tutorial
This section explains important aspects of gameplay and game mechanics.

Tips
Helpful tactical hints and details regarding game mechanics can be found in this section.

Title Screen
This will return you to the Title Screen.

Flow of the Game

The story of *Knights in the Nightmare™* is divided into a series of scene. Completing a battle stage advances the game to the next scene.

Story Events

View character interactions and plot proceedings as events of both the past and present unfold.

Tactics

View the conditions of the upcoming battle and select the characters and items that you will make use of in the fight.

Battle

Control the Wisp and use your knights to defeat monsters. A single turn is over when Time runs out. After each turn, you will be returned to the Tactics Screen. Meet the victory conditions within the turn limit to clear the stage.

The Past Revisited

The events leading up to the current scene will help you learn the full story of the tragedy that befalls Aventheim.

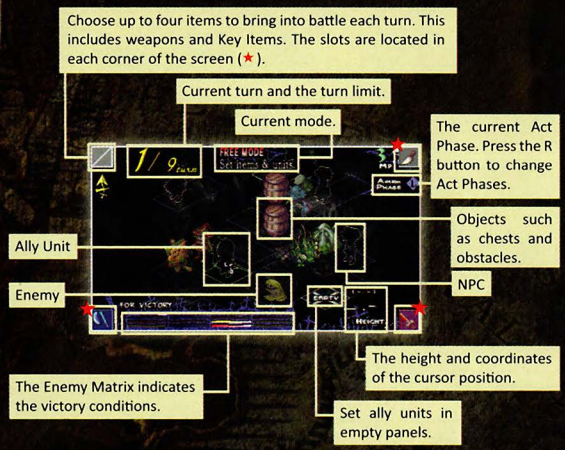
Setup

Improve your knights by leveling them up, or use the Transoul feature to pass one character's strengths to another. Weapons can be fused and upgraded here as well.

Proceed to the next scene.

Tactics Screen

In the Tactics Screen, prepare for the upcoming battle by setting your weapons, units, and viewing information on enemies you will face.


Choose up to four items to bring into battle each turn. This includes weapons and Key Items. The slots are located in each corner of the screen (★).
Current turn and the turn limit.
Current mode.
The current Act Phase. Press the R button to change Act Phases.
Objects such as chests and obstacles.
Ally Unit
Enemy
NPC
The height and coordinates of the cursor position.
The Enemy Matrix indicates the victory conditions.
Set ally units in empty panels.

Control Modes

You can cycle through the Control Modes by pressing the L button. These modes allow you to focus on particular elements of the battle by narrowing your cursor selection to strictly those elements.

FREE MODE
Your selections will not be limited, allowing you to select items, units, enemies, and objects.

UNIT MODE
Limits your selection to units. When a unit is highlighted, the attack range for the current Act Phase will be displayed.

ITEM MODE
Limits your selection to setting and changing items.

ENEMY MODE
Limits your selection to enemies. When a unit is highlighted, the movement pattern will be displayed.

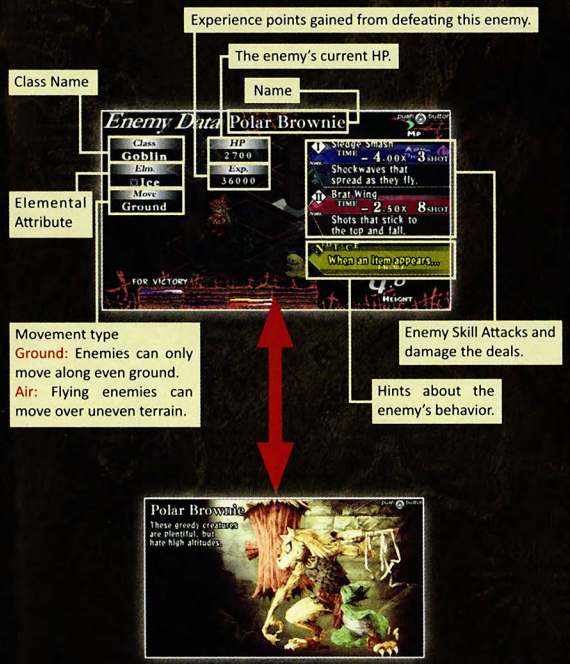
OBJECT MODE
Limits your selection to objects.

Press the SELECT button to view the topography of the map. Move the cursor to check the height in the lower right corner of the screen.

Enemy Character Information

Press the ✕ button when highlighting an enemy unit to switch between its status window and its location on the Enemy Matrix.

Press the △ button over an enemy unit to switch between the status screen and its profile.



Selecting Knights

Move the cursor over an allied unit and press the △ button to switch between status and character information.

Move the cursor over an allied unit or an empty square and press the ✕ button to display your selection of knights. The L/R buttons change display modes.

List Display

Use the left and right directional buttons to cycle through the sort conditions, and then press the □ button to sort the list according to that choice. The order will change each time you press the □ button.

Table Display

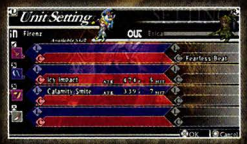
Press the □ button while a knight in the list to the right is highlighted to change the order of the units. For further display options, use the directional buttons to navigate to the class and elemental attribute conditions on the left. Press the ✕ button to toggle them on and off, which will determine the knights that are displayed to the right. Press the ○ button to return back to the list to select your units.

Icon Display

Select the unit to dispatch from the icons displayed.

*Units with the word GUEST displayed are units that are not part of your party.
*Units with the "E" mark are units that have already been dispatched.

When you select a unit to dispatch, the confirmation screen will be shown. The L and R buttons change the information being displayed.

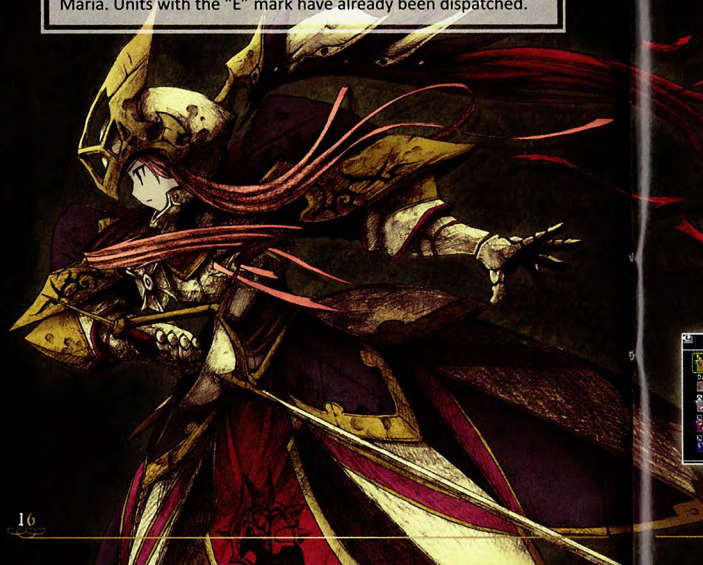


You can view the skills available with the current set items. Press the left or right on the directional button to switch between the unit being dispatched and the unit being replaced.

Status is displayed here. Use the directional buttons to view the skills available with the currently set items.

If the unit has already been set, you can remove him or her here.

*You can set up to three knights in battle.
*You cannot remove characters with "REQ" displayed, such as Maria. Units with the "E" mark have already been dispatched.



Selecting Items

Move the cursor over an item slot and press the ✕ button to select items from your list. Press the L and R buttons to change display modes.

List Display

Use the left and right directional buttons to cycle through the sort conditions, and then press the □ button to sort the list according to that choice. The order will change each time you press the □ button.

Table Display

Press the □ button while an item in the list to the right is highlighted to change the order of the items. For further display options, use the directional buttons to navigate to the class and elemental attribute conditions on the left. Press the ✕ button to toggle them on and off, which will determine the items that are displayed to the right. Press the ○ button to return back to the list to select your items.

Elements	
	Neutral
	Fire
	Ice
	Lightning
	Sanctity
	Darkness
	Key Item
	All

Unit Classes	
	Sword (Duelist)
	Axe (Warrior)
	Dagger (Hermit)
	Bow (Archer)
	Mace (Priestess)
	Rod (Wizard)
	Lance (Lance Knight)
	All

Icon Display

Select the item to set from the icons displayed.

When you select an item to bring into battle, the confirmation screen will be shown. The L and R buttons change the information being displayed.

View the skill associated with the item. Press the □ button to view its Effects.

View which dispatched units can use the item's skills.

If the item has already been set, you can remove it here.

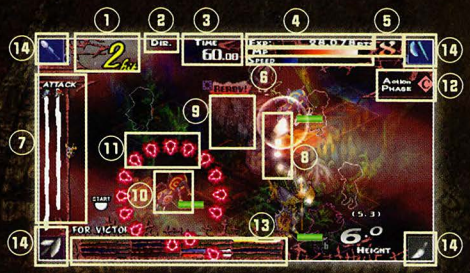
*Items with the word "PRIVATE" displayed belong to a Nameless Knight and will disappear when he/she leaves.
*Items with the word "BREAK" displayed are items with low DUR.

Key Items

Items with the word "KEY" displayed are Key Items. You can give these items to knights and NPCs to recruit them (knights) or receive an item (NPCs).

Battle

The Battle Screen



① Rush Count. This is the number of times the enemies have been hit. This affects the valid Effects in play.

② The direction (DIR.) of the activated unit. The direction each unit can face is determined by his/her class.

③ Time remaining. Time is reduced when charging attacks and when the Wisp takes damage. When the Time remaining reaches zero, the current turn ends.

④ The experience points you have obtained so far.

⑤ MP. These points are required to perform Skill Attacks.

⑥ The current speed of the Wisp.

⑦ Enemy Charge. When an enemy's icon reaches the top of the line, that enemy will perform an attack.

⑧ The Wisp

⑨ Ally Unit

⑩ Enemy Unit. Press SELECT to toggle HP displays.

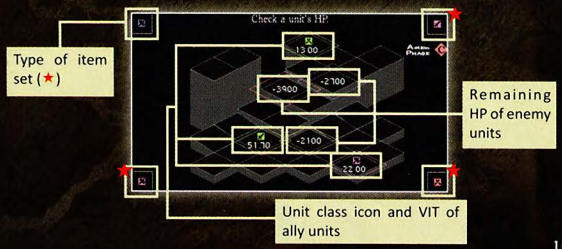
⑪ Enemy Bullets. If the Wisp is hit by an enemy's attack, the turn's remaining Time is reduced.

⑫ Act Phase. Change your knights' attack patterns by switching between Law and Chaos.

⑬ Enemy Matrix

⑭ The items you're selected to bring into battle. Items you currently cannot use are darkened.

Press the L and R buttons at the same time to switch views. Here you can view information about the map and units.



The Wisp

Controlling Units
Materialize your allied units and attack enemies.

Equipping Items
Move a weapon or item to a character to make that unit use it.

Collecting Items and Gems
Touch Tower case and Gems with the Wisp to collect them.

Special Moves
Place allies in the Ready State, turn Jamming Gears, and perform Punish attacks.

Viewing Information
Place the Wisp over an enemy or object to see information.

Pause Talk
Place the Wisp over a character and pause the game to hear that character's thoughts.

Relationship between the Wisp, the Knights and the Monsters

Materializes and gives orders

Shoots bullets at the Wisp

Knight (Ally Unit)

Attacks and deals damage

Monster (Enemy Unit)

Battle Flow

This cycle repeats every turn until the battle ends.

Tactics Screen
View information about units and enemies, and select knights and items to use in the upcoming turn.

Encounter Reels
Stop the Encounter Reels to determine the enemies you will face in the next turn. (Not applicable in boss battles.)

Battle
Give instructions to your units and attack enemies.

Time limit reached.
All enemies defeated without reaching victory conditions.
Turn ended by player.

Victory conditions fulfilled.

Stage Clear
After viewing the Past Revisted scene and saving the game, continue to the Setup Menu.

Turn limit reached.
Defeat conditions fulfilled.

Game Over
Retry / Restart / Return to Title Screen

You cannot save during battle.

Activating and Attacking

When you place the Wisp over an allied unit and press the ✕ button, that unit will materialize and its outline will be filled in. The character will attempt to turn to face the Wisp as you move it, however, certain classes can only face certain directions.

Symbol State

This is when the unit is waiting for orders.

Ready State

Press the R button after charging the power gauge to put that unit into Ready State. He or she will not attack when you let go of the ✕ button. Activate the unit again to end this state.

Range Charge

By holding the ✕ button, the knight will charge, extending his or her attack range in exchange for Time.

Normal Attack

Release the ✕ button for a weak attack. The enemy will drop gems when hit.

Power Charge (Cost: 1 MP)

Equip an item by holding the ✕ button on it and dragging it to a unit. After the Range Charge is full, he or she will begin the Power Charge.

Skill Attack

Let go of the ✕ button for a strong attack. Effects of the attack vary based on the elemental attribute of the weapon.

High Charge (Cost: 1 MP)

If the unit shares an element with a High Charge-compatible weapon, you can perform a High Charge.

High Skill Attack

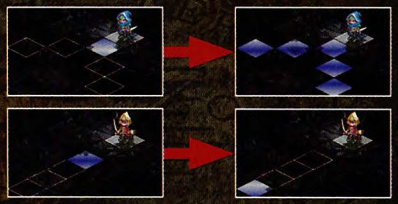
Let go of the ✕ button for an even stronger attack. The weapon used in the High Skill attack can't be used for the rest of the turn.

Targeting Sights and Damage

When an enemy is within range of a regular or Skill Attack, a diamond called the Target Sight will appear around it, followed by a number called the Capture Rate. This number represents the percentage of damage that will be inflicted, and can vary by the type and element of the performed attack.

Changes in Range

The attack range of each knight changes the longer you charge.



Normal Attacks

A normal attack will always inflict the same amount of damage, regardless of how much of the enemy is within range.

Skill Attacks

The amount of damage inflicted by a Skill Attack is determined by how much of the enemy's body is within range of the attack. These attacks are much more effective than normal attacks.

Archer Attacks

Both Law and Chaos Skill Attacks from Archers deal more damage the more the attack range is covered by the enemy. This makes attacks against large enemies more effective.

Grams

The Priestess Chaos Skill and the Wizard Law Skill set a trap on the targeted square. The Skill Attack then activates when an enemy moves over the Gram.

The Archer's attack has the ability to lock on and can stop enemies from moving when attacking.

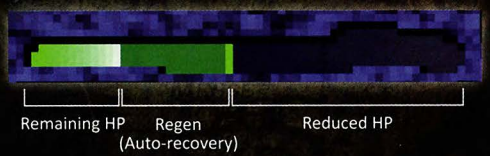
Elemental Attribute Damage

	Neutral	Fire	Ice	Lightning	Sanctity	Darkness
Neutral	75%	100%	100%	200%	50%	50%
Fire	100%	25%	200%	75%	100%	100%
Ice	100%	200%	25%	50%	100%	100%
Lightning	200%	75%	75%	25%	100%	100%
Sanctity	50%	100%	100%	100%	25%	200%
Darkness	50%	100%	100%	100%	200%	25%

Gem Collection and Skills

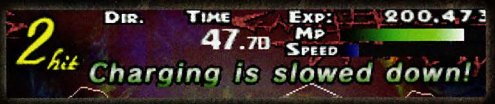
By collecting the gems that appear after successful attacks, you will accumulate the MP needed to perform Skill Attacks. As you continue to use Skill Attacks within a phase, the fog in the area will slowly lift. The Act Phase icon slowly turns white as you perform Skill Attacks, and the whiter the icon, the fewer the gems that appear when you attack. Change phases often to prevent this from happening. MP is carried over to the next turn.

Regen



An enemy's HP gauge in the Enemy Matrix will grow shorter when it takes damage. The darkened section of the HP gauge will slowly grow brighter, and the enemy will slowly recover that HP over time. This is called Regen. Because of Regen, enemies will require more hits to defeat if you take too much time between attacks. Normal attacks do not cause Regen.

Effects



An Effect is a special power a weapon can have. An Effect is activated when the last two digits of the "Rush Count" match the Effect Number. Each weapon can have up to three Effects. There are many types; some will be helpful in battle, and some will be hindrances. When an Effect is active, the screen will show a short description of the power. Some only last for a limited time; in those cases, the remaining time will be displayed. When upgrading weapons, they may gain new Effects.

Height

Each panel on the battle map has its own height. The higher the number, the higher the height.

Skill Attack Range

The attack ranges of skills have a height limit; if the difference in height is too great, the attack may not connect. You can view the height range from the skill information display.

Gauge Charge Speed

The basic charge speed of the gauge varies from class to class, but height also affects it; the higher the panel, the faster the charge. The influence of height on charge speed also varies by class.

Strongly Affected Hermit, Archer **Lightly Affected** Warrior, Lance Knight

Special Effects of Attacks

Movement

The Duelist, Lance Knight and Heroine move during their Chaos attacks. The next turn will begin from the position they have moved to, so make sure not to put yourself at a disadvantage. Duelists cannot turn around.

Stun

A stunned enemy has been knocked out temporarily. The enemy will be unable to move or attack in this state. Some bosses will be stunned for a much shorter period and some cannot be stunned at all.

Knockback

If you use an attack that knocks an enemy back and makes it fall more than a height difference of 3.0, the enemy will be stunned.

Punish

When you use an ally to attack a lower level enemy, you can Punish the enemy. Move the Wisp over the arrow icon that appears next to the enemy to deal extra damage determined by the level difference between the units. Enemies can regenerate damage done by Punish Attacks.

Aerial

Skill Attacks of the Priestess (Chaos) and Wizard (Law) knock the enemy into the air. Enemies who fall will not move for a brief moment, and an Elemental Gear will appear (excluding bosses).

Critical

Critical attacks are rare, but they reduce the enemy's remaining HP to 1. Damage inflicted by critical attacks is treated as Regen damage.

Hermit Status Effect Attacks

When a Hermit successfully attacks with a Law Skill Attack, the enemy may be afflicted with a status effect. Boss enemies will not be affected. The effect will end the next time the enemy is attacked, when the turn ends, or after enough time passes.

Wound	Neutral attribute. The enemy will take double damage.
Shock	Lightning attribute. The enemy's movement is slowed and it will not attack.
Burn	Fire attribute. The enemy will stop recovering Regen HP, and current Regen HP will become permanent damage.
Bless	Sanctity attribute. The enemy will release a much greater amount of Gems when struck.
Freeze	Ice attribute. The enemy cannot move or attack, and it will take critical damage if it falls from a high altitude.
Curse	Darkness attribute. Regen HP will stop recovering, and the enemy will slowly take Regen damage.

Gears

At certain times in battle, an icon will be displayed on top of an enemy. This icon is a Gear. There are two types of Gears:

Jamming Gear

This will appear when some enemies begin to take a special action. Quickly move the Wisp back and forth over the numbered icon to lower the number to zero. If the number reaches zero before the enemy performs its special move, it will be successfully jammed and the enemy's action will be blocked.

Elemental Gear

Enemies that fall after being launched into the air (from attacks such as a Gram) will display an Elemental Attribute icon. Quickly move the Wisp back and forth over the icon to change the enemy's elemental affinity.

Objects

Objects such as treasure chests can be destroyed by attacking them repeatedly with Skill Attacks. When the object is damaged enough, weapons or Key Items may be released. In addition, some objects present hazards that can cause damage to the Wisp.

Object Condition

Original State

The object has taken no damage. Obstacle objects reappear in this state.

Open State

The state after taking some damage. Chests, crates, barrels and pots release items only in this state.

Fragile State

The state when DMG reaches 100%. Objects that cannot be opened release items in this state.

Broken State

When in Fragile State, you can destroy objects with a Warrior's Skill Attack. You can earn Orbs and EXP. Obstacle objects reappear after a set amount of turns.

Unit Loss

An allied unit is lost forever when:

- The character's VIT is lowered to 0.
- Certain enemy attacks can utterly destroy your units.

If a Required unit (REQ) is lost, the game ends.

Hiding

Hold the L button during battle to Hide. While Hiding, any damage received by the Wisp will be halved, but the Wisp cannot attack or do anything other than move. Specifically:

- Units cannot be activated
- The Wisp cannot use items
- The phase cannot be changed
- Items and gems cannot be collected
- Gears will be unaffected by the Wisp
- Punish Attacks cannot be dealt

Skillful Dodge Bonus

When the Wisp is very close to an enemy bullet, a Skillful Dodge Bonus will add additional EXP to your total. Try to avoid damage while maximizing your EXP gain!

Conversion Menu

Pause the game during battle by pressing START to display the Conversion Menu. From this menu, you can end the turn prematurely, converting any remaining time left in the turn into MP or EXP to be used later.

Time for MP

Convert remaining Time to MP and end the current turn.

Time for EXP

Convert remaining Time to EXP and end the current turn.

Effect Tree

View the Effects of the weapons you have brought into battle here.

Pause Talks

Move the Wisp over any character in battle and pause the game to display a Pause Talk, allowing you to read the hearts and minds of the characters. If you select one of the lines flowing in the background (called Episode Flows) and press the ✕ button, you can view what other characters have to say about the speaker. These character interactions can be quite detailed, and repeatedly talking to different people will add new lives to each character's episode flow.

Recruiting Knights to Your Forces

Knights will first appear as Guests in battle. In order to recruit a knight to your forces, a particular Key Item must be used. The knight will then join your units after the battle.

On the Tactics Screen before a turn, set the Key Item that is related to the character to be brought into battle. Then, drag the item onto the character, like equipping a weapon.

NPCs and bosses can be given Key Items as well.

Ending Turns

A turn will end when:

- The victory condition has been reached.
- All enemies currently on the map have been annihilated.
- The remaining Time reaches 00.00.
- You choose to end the turn from the Conversion Menu.

You will be shown the following information after each turn:

- Damage: The total damage your units dealt that turn.
- Time: The total Time spent by the Wisp that turn.
- EXP: Experience points gained during that turn.
- Obtained: A list of all items obtained during that turn.
- Drive Tech: An evaluation of the player's skill over the course of the turn. (Ranges from SSS to E.)

Encounter Reels

The Encounter Reels determine which enemies will appear during the next turn in battle. Press the ○, ×, □, and △ buttons to stop the corresponding reel. The enemy that the reel stops on will be placed in the battle during the next turn. Each monster corresponds to a position on the Enemy Matrix, which contains a representation of their life gauge.

Winning the Battle

Fill a row or column of the Enemy Matrix (horizontal, vertical, or diagonal) with KILL markers to end the battle and clear the stage.

The Enemy Matrix can be as big as 5 x 5. The dimensions of the Enemy Matrix can vary from battle to battle.

In boss battles, there is no Enemy Matrix and no Encounter Reel. Instead, the boss's HP and Rage Meter are displayed at the bottom of the battle screen. When the Rage Meter fills, the boss enemy will initiate a powerful special attack.

Battle Results

The results of the battle will be displayed once the battle has been won.

Results of the battle:

- Turns Taken: The number of turns taken to finish the battle.
- Actions: The number of times units attacked or performed other actions.
- Collection: The percentage of items and gems that were collected.
- Time Lost: The total Time lost by damage from enemy bullets.
- Drive Tech Record: A graph showing your Drive Tech scores through the course of the battle.

Getting a High Rank

There are many conditions that must be met in order to get a high rank on your Drive Tech. Try to figure them out while playing, but here are some hints.

Hints:

- Always connect with your attacks
- Collect as many gems as possible
- Attack enemies with a high Capture Rate
- Use Effects
- Use Jamming Gears
- Dodge enemy bullets

Game Over

The game ends if:

- A Required unit is lost
- The Turn Limit is exceeded
- All your units and reserve units have been lost

Game Over Menu

- Retry: Restart the battle with the conditions that the last turn
- Restart: Restart the battle with all of the original conditions intact.
- Title Screen: Return to the Title Screen.

A hint pertaining to the battle may be shown.

Setup

Between chapters, you can upgrade your knights and weapons.

Weapons

Weapon Enhancement

Orbs and Mediums collected in battle can be used in attempts to improve the quality of the weapons you have in your inventory. A successful strengthening will increase the weapon's attack power and may also grant an additional Effect. A failed attempt at strengthening will reduce the weapon's durability by one. The Orbs and Mediums required vary depending on the weapon's grade.

Orbs	Mediums
Neutral	Sword
Fire	Axe
Ice	Dagger
Lightning	Bow
Sanctity	Mace
Darkness	Staff
	Lance

Weapon Fusion

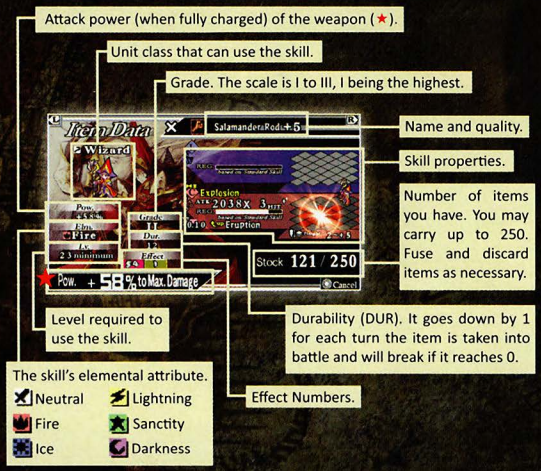
Weapons of the same type can be fused together to increase the DUR (durability) of the resulting weapon. When weapons of different quality levels are fused, the result takes the lower quality level.

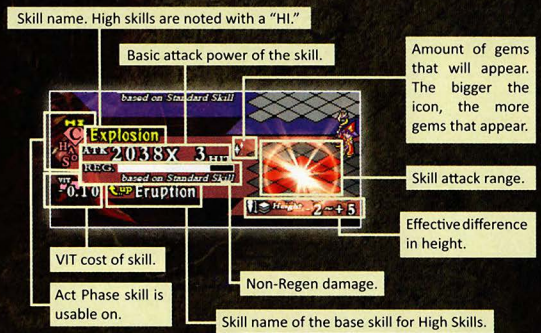
Item Disassembly

Disassemble a weapon and receive Orbs and Mediums in exchange.

Item List

Here you can view information on your items. Press the L/R buttons after selecting an item to view the Effects.


Attack power (when fully charged) of the weapon (★).
Unit class that can use the skill.
Grade. The scale is I to III, I being the highest.
Name and quality.
Skill properties.
Number of items you have. You may carry up to 250. Fuse and discard items as necessary.
Durability (DUR). It goes down by 1 for each turn the item is taken into battle and will break if it reaches 0.
Effect Numbers.
Level required to use the skill.
The skill's elemental attribute.
Neutral Lightning
Fire Sanctity
Ice Darkness
Item Data
Wizard
Explosion
Eruption
Stock 121 / 250
Pow. + 58 % to Max. Damage
Cancel


Skill name. High skills are noted with a "HI."
Basic attack power of the skill.
Amount of gems that will appear. The bigger the icon, the more gems that appear.
Skill attack range.
Effective difference in height.
VIT cost of skill.
Act Phase skill is usable on.
Non-Regen damage.
Skill name of the base skill for High Skills.
based on Standard Skill
Explosion
ATK 2038X 3 HIT
RNG 2~5
VIT 0.1
Eruption

Unit

EXP Distribution

Give EXP to your allied units to increase their levels.

Benefits of leveling up	➢ Maximum VIT will change. ➢ Some VIT will be recovered. ➢ More weapons will be usable.

Transoul

"Transoul" is the process of permanently sacrificing one unit's soul to another unit to raise its parameters and VIT. Select the soul to sacrifice, then the soul to receive it. The results of the Transoul will be displayed before it takes place. Confirm the process by pressing the ✕ button, or press the ○ button to cancel. A list of all the souls sacrificed to the surviving character is displayed after each Transoul process.

Transoul can change these parameters:

- ➢ Current level
- ➢ L.I. (Law Index)
- ➢ Max level
- ➢ C.I. (Chaos Index)
- ➢ VIT

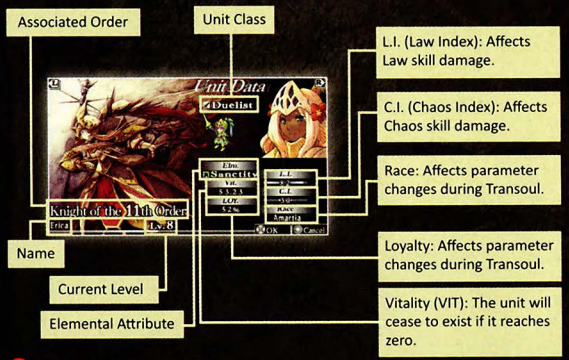
Relationships and races affect parameter changes of Transouls.

Expel Unit

You can expel a unit that you no longer need in exchange for a weapon.

Unit List

View information about all your knights here. Press the L/R buttons after selecting a unit to view the soul list and VIT. graph.



Unit Class Information

View information about each class of knight in your forces.

Saving

Save

Save your progress.

Return to Title

Return to the Title Screen.

Leveling

Collect Experience Points, items, Orbs, and Mediums to use in the main game by using the Leveling feature from the Setup Screen.

Stages that you have cleared will be available to use as Leveling battles (excluding boss fights). Select a thumbnail from the list to select the map, then press the ✕ button to begin the battle. Unlike normal battles, you can use the Encounter Reels to select enemies before the first turn. The battle will start after you have chosen your items and allied units to use.

Leveling Rules

- ➢ Enemy HP is at 25%
- ➢ Object durability is at 25%
- ➢ 25% of EXP is obtained
- ➢ Only Nameless Knights are available
- ➢ Only Private weapons are available
- ➢ Key Items cannot be obtained
- ➢ NPCs will not appear
- ➢ The Heroine will not appear

After the battle is won or lost, you will return to the Setup Screen.

End Setup

End setup and continue to the next scene.

Nameless Knights

If you fail to recruit knights, or if your forces become too small, "Nameless Knights" will temporarily join your group after the Setup period of a scene. These Nameless Knights cannot level up or be used in Transoul and leave automatically after the battle is cleared.

Weapons labeled PRIVATE will disappear when the Nameless Knight leaves your forces.

Unit Classes

The knights in the various orders of the kingdom are trained in these classes. Some special characters do not fall into these class distinctions.

Duelist

An attacking class that deftly wields a rapier with skill and bravery on the front line.

Weapon: Sword
Attack direction: ↖ ↗
Charge speed and altitude effect: Fast, influenced little by height
Special: Can move forward one space by using any attack in the Chaos Act Phase.

Warrior

These heavily armed combatants swing double-headed battleaxes around with ease.

Weapon: Axe
Attack direction: ↖ ↗
Charge speed and altitude effect: Slow, influenced little by height
Special: Charged Skill Attacks can completely destroy objects.

Hermit

Trained assassins who strike from the rear with twin daggers.

Weapon: Dagger
Attack direction: ↙ ↘
Charge speed and altitude effect: Average at low levels, very fast at high altitudes
Special: Law Skill Attacks can add status effects.

Archer

A professional sharpshooter who can pierce enemies from a distance with his arrows.

Weapon: Bow
Attack direction: ↙ ↘
Charge speed and altitude effect: Very slow at lower levels, fast at high altitudes.
Special: Can deal more damage to large enemies. Law Skill Attacks can stun enemies.

Priestess

A holy woman who fights using magical power gained through piety and faith.

Weapon: Mace
Attack direction: ↙ ↘
Charge speed and altitude effect: Slow, speeds up somewhat at higher altitudes.
Special: Chaos Skill Attacks place a Gram which is set off when an enemy moves over it.

Wizard

A specialist in the mystic arts who is trained in magical attacks.

Weapon: Rod
Attack direction: ↙ ↘
Charge speed and altitude effect: Extremely slow, speeds up somewhat at higher altitudes.
Special: Law Skill Attacks place a Gram which is set off when an enemy moves over it.

Lance Knight

A mounted knight with high mobility and strength.

Weapon: Lance
Attack direction: ↖ ↗ ↙ ↘
Charge speed and altitude effect: Fast, influenced little by height
Special: Can move forward one or two squares using any attack in the Chaos Act Phase.

Tips and Tricks

The enemy's HP isn't decreasing very much, no matter how much I attack.

Normal attacks won't deal much damage. You need to make use of Skill Attacks. Try using a skill with an elemental attribute the enemy is weak against. That will bring the Capture Rate to a maximum of 200%.

Gems stopped appearing even though I attacked the enemy.

Keep your eye on the Act Phase icon as it slowly turns white. If you continue to attack in the same Act Phase, gems will become less plentiful, so try changing the Act Phase before attacking.

I defeated all the enemies, but now another turn started.

Check the KILL marks displayed on the Enemy Matrix. You need to line them up horizontally, vertically or diagonally, or else you haven't won the battle. Just in case, review the victory conditions displayed at the beginning of each turn.

My ally unit started blinking during battle.

Each time you attack, your ally units lose VIT. Recover VIT through level ups and Transouls. There are some Effects that recover VIT as well.

Even though I beat the scene, I'm not getting new allies.

In order to get ally units to join your party, you must set the Key Item related to the knight during the Tactics Screen and then have him or her equip it during battle.

There are knights on the field that I can't recruit. Help!

Some Key Items are more elusive and can only be obtained by destroying objects multiple times on the battlefield.

I don't seem to have many weapons, and the ones I do have are low in durability!

Take advantage of the Leveling feature! In addition to accumulating EXP in these battles, every defeated enemy drops a weapon to add to your inventory.

The Rage meter of a particular boss is increasing too quickly. What do I do?

Key Items might do more than help you recruit knights...

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Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

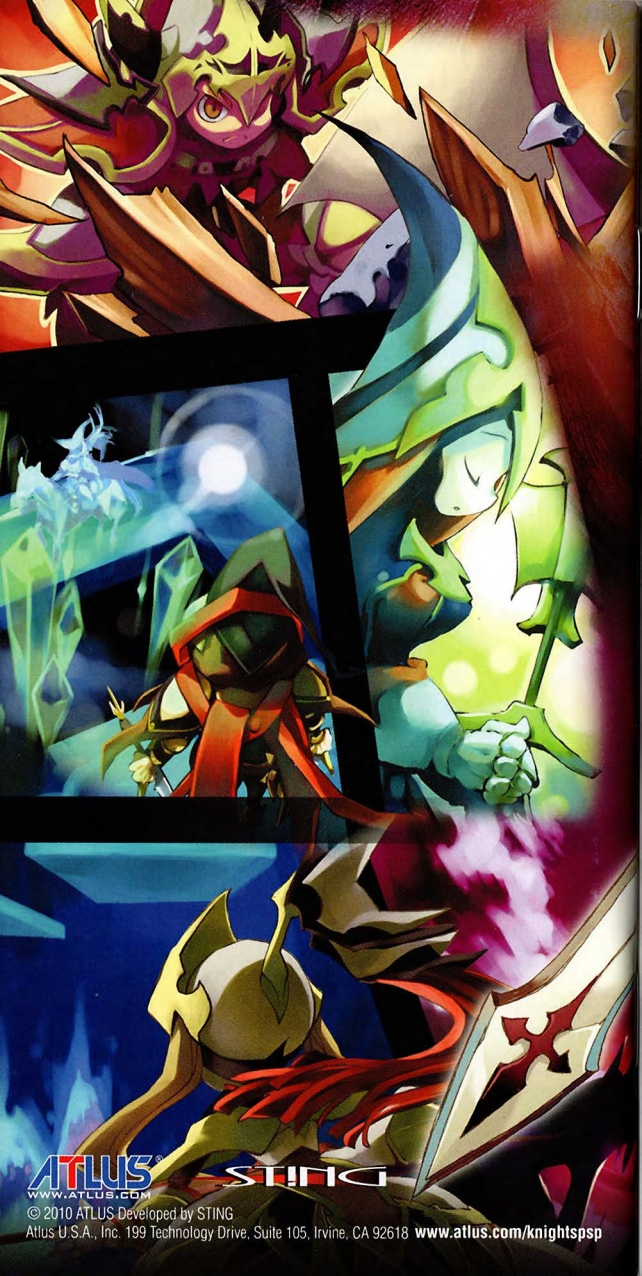
Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



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